TMNT™

EVERYONE 10+

CONTENT RATED BY ESRB

UBISOFT®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

GETTING STARTED 2

STARTING UP 3

INTRODUCTION 5

PLAY THE GAME 6

THE CHARACTERS 8

ENEMIES 10

PLAYING THE TURTLES 12

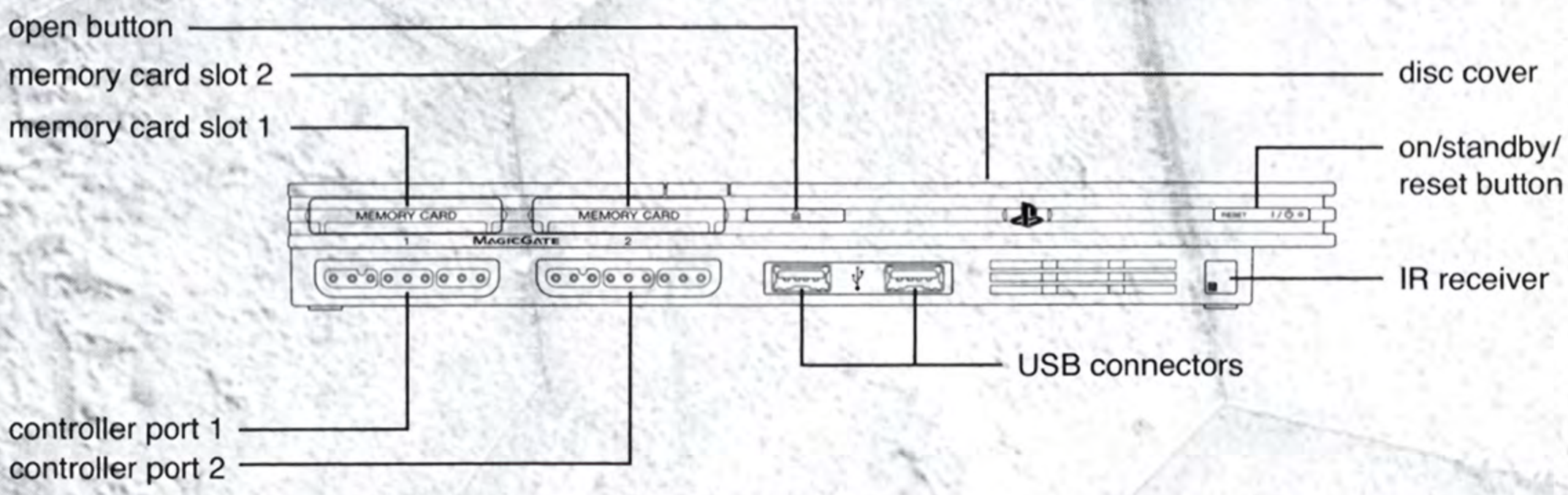
SPECIAL MOVES 14

EXTRAS 18

TECHNICAL SUPPORT 20

WARRANTY . . . . . INSIDE BACK COVER

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the TMNT™ (Teenage Mutant Ninja Turtles™) disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the ⊗ button to select an option, go to the next screen, or change the current option.
- Within any submenu, press the △ button to return to the previous screen.

Gameplay Controls

These are the basic commands for the default controller configuration (controller setting 1).

MOVEMENT	BUTTON
Move/Run	left analog stick
Spin Kick	△ button
Kicking Flurry	△ button (hold)
Weapon Attack	○ button (repeat for combinations)
Warp Slash	○ button (hold)
Jump/Double-Jump	✕ button (press twice for double-jump)
Dodge (Combat Only)	R1, R2, L1, or L2 button
Leo's Shadow Warp	R1, R2, L1, or L2 button
Mike's Nunchuck Helicopter	R1, R2, L1, or L2 button (in air)
Raph's Power Climb	R1 button + left analog stick (against wall)
Don's Bo Vault	R1, R2, L1, or L2 button
Ground Punch	○ button (in air)
Turtle Swap	□ button
Brother Throw	□ button (in air)
Super Family Attacks	□ button (hold)
Walling	left analog stick (in air against wall)
Safety Roll	△ button + left analog stick (when landing)
Evasive Roll (Combat Only)	Dodge + left analog stick
Ledge Grab and Run	left analog stick
Ledge Drop	○ button
Pause Game	START button

INTRODUCTION

Family is a bond that cannot be broken…

All four Turtles have strayed…and gone their separate ways. Master Splinter, the Turtles' surrogate rat father and Ninjitsu master, sends Leonardo to South America to complete his training and to retrieve a medallion known to possess mystical powers. Back in New York, Raphael has secretly taken on the Nightwatcher persona. Roaming the streets at night, showing extreme prejudice toward his enemies, the dark vigilante quickly becomes a target for the law and is not welcomed by some citizens.

Donatello and Michelangelo have their own business, the Cowabunga Carl party service for kids. Michelangelo, humorous as ever, dresses in a turtle costume and tries to entertain hyperactive kids for a few bucks, while his geeky brother Donatello attempts to keep the family finances balanced.

When the Turtles reunite, tension builds between Leo and Raph. Meanwhile, the family must struggle to find answers to the latest monster appearances and the implications of a mysterious billionaire who appears to be linked to the Foot Clan.

The Teenage Mutant Ninja Turtles – Leonardo, Raphael, Donatello, and Michelangelo – are forced to fight through adversity to keep their family unified, and must battle against evil in an action-packed, ninja-fighting adventure.

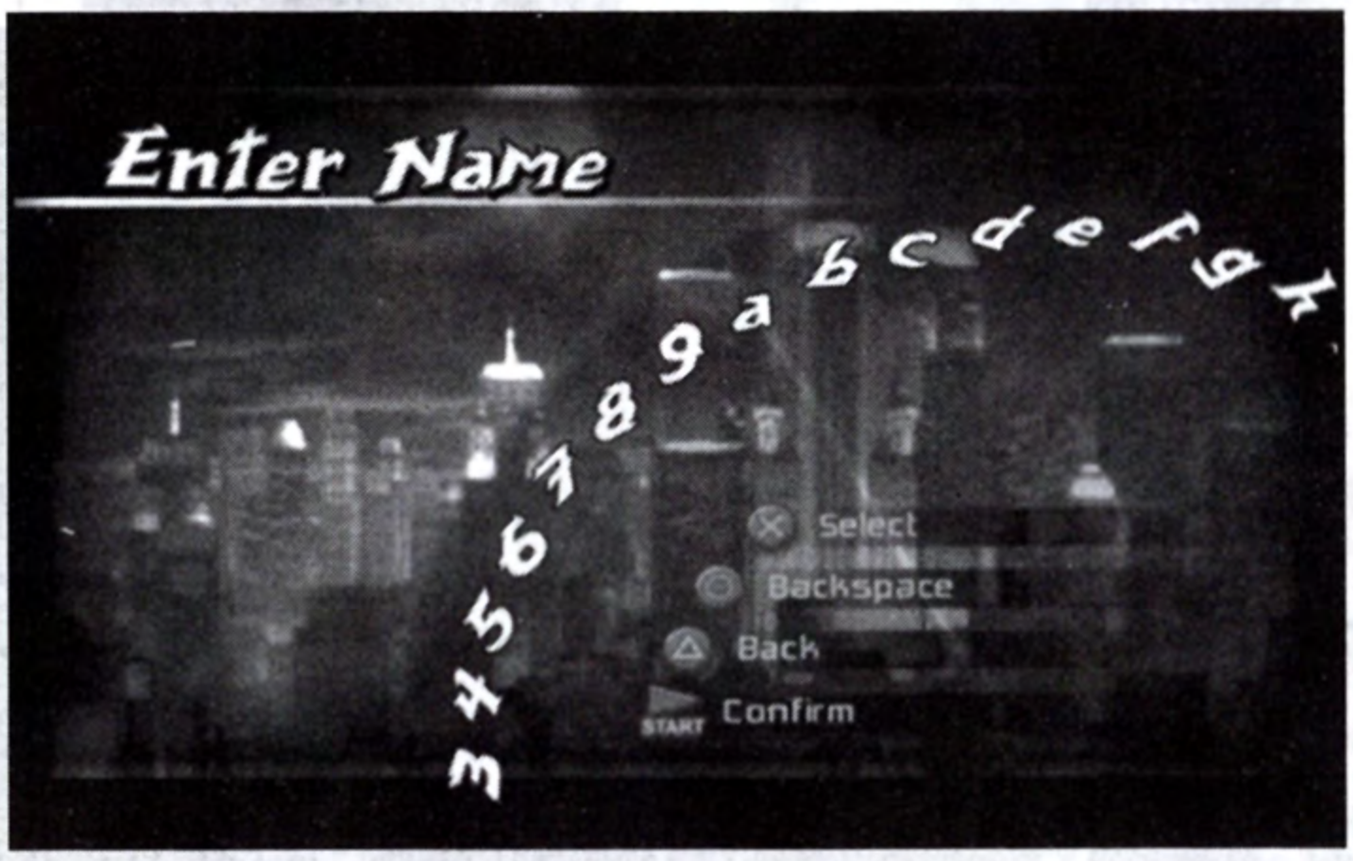
The fate of the family is in your hands!

PLAY THE GAME

Start Menu

Press the START button to begin.

Create Profile



Create a profile for your save game. This will keep track of your best scores on each level and how many extras you've earned.

Main Menu

Use the left analog stick or the directional buttons to navigate this menu. Press the ⊗ button to choose an option and the △ button to go back.

- **Play:** Select Map menu to start playing or continue your game.
- **Extras:** Artwork, Videos, Challenges, and Goodies.
- **Stats:** View your current statistics.
- **Options:** Adjust your sound and video settings.
- **Credits:** Learn about the ninjas behind the game.

Pause Menu

- **Options:** Adjust your sound and video settings.
- **Restart.**
- **Quit to Main Menu.**

THE CHARACTERS

Michelangelo

- The youngest – a fun-loving, partying character
- Acrobatic move: Nunchuck Helicopter
- Combat strength: Flurry of attacks
- Weapon: Nunchucks

Donatello

- The most introverted and intelligent of the Turtles
- Acrobatic move: Bo Vault
- Combat strength: Long range
- Weapon: Bo Staff

Raphael

- The reckless rebel – strongest, usually angry and looking for a fight
- Acrobatic move: Power climb
- Combat strength: Powerful
- Weapon: Sai

Leonardo

- The oldest, the leader – disciplined, serious, and deadly
- Acrobatic move: Shadow Warp
- Combat strength: Balanced
- Weapon: Dual Katana

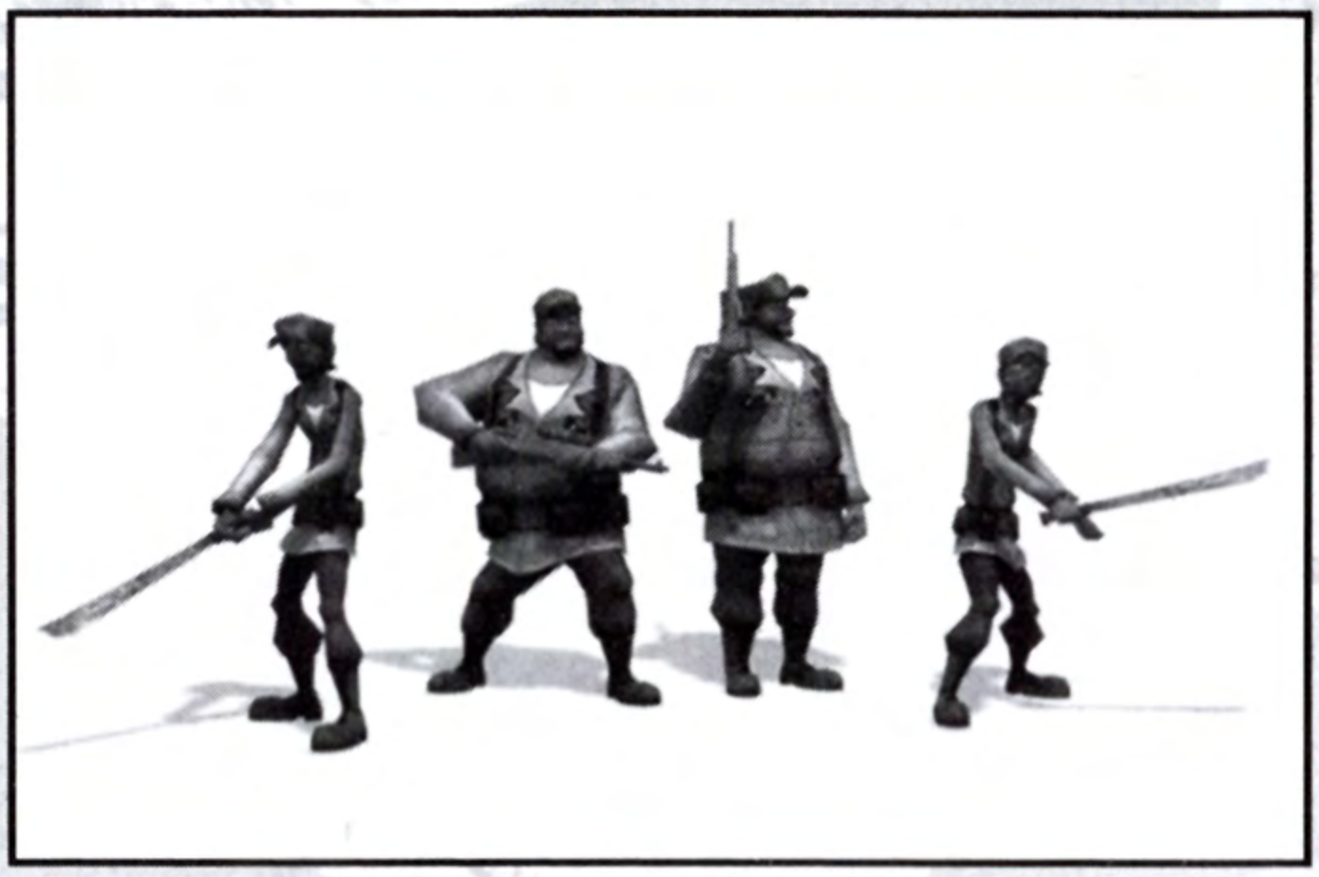
Nightwatcher

- Raphael's vigilante, crime-fighting persona
- Acrobatic move: Power climb
- Combat strength: Rage attacks
- Weapon: Sai

ENEMIES

Militia

These guys are no match for your ninja abilities. Be cautious and you should defeat them easily.



Purple Dragons

Punks like this are ruining the neighborhood. Show them what it's like to fight with honor.

Black Gators

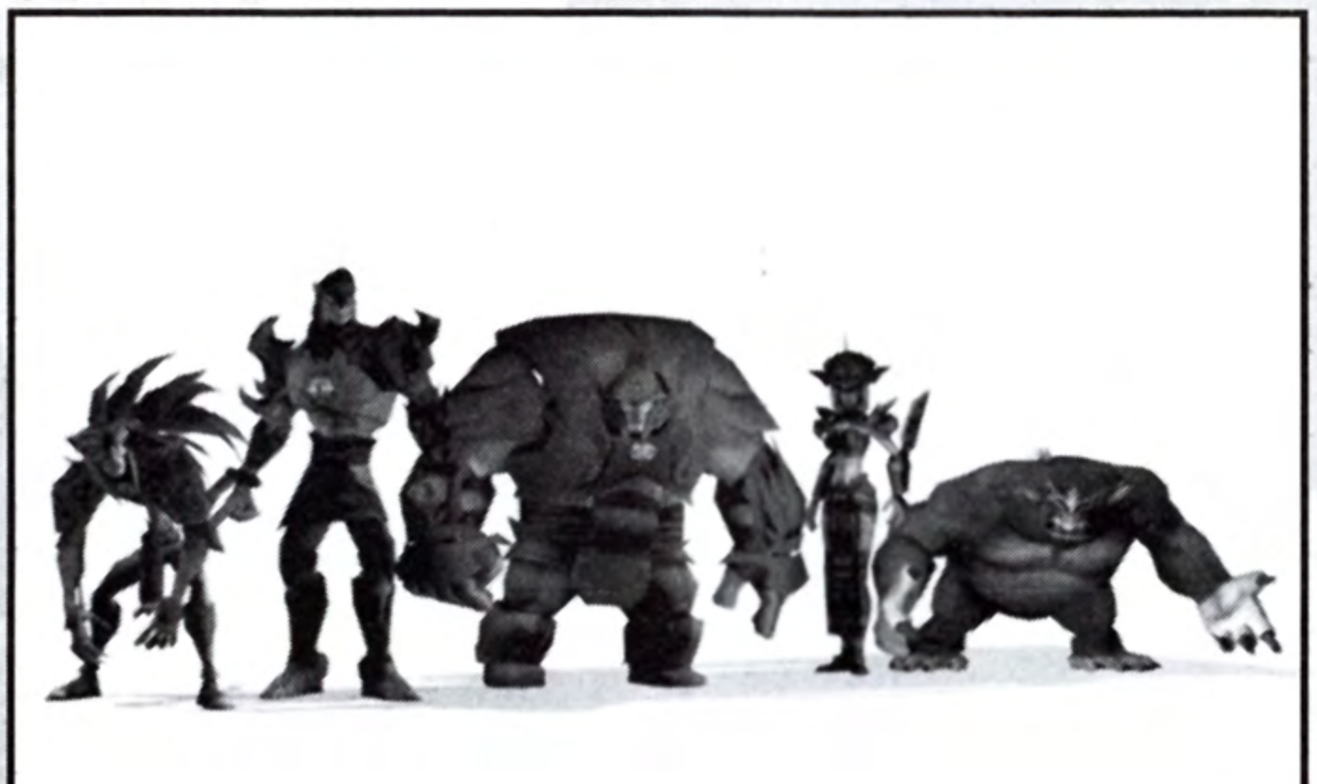
A group of tech junkies who own the sewers. Nothing to worry about for students of Ninjitsu.

The Foot Clan

This group of enemy ninjas will never learn. Remind them why they went into hiding after the last time you defeated them.

Bosses

Throughout your adventures you'll run into a few extra-tough villains. Be alert!



PLAYING THE TURTLES

Solo HUD

Health Indicator

Displays your Turtle's health status.

Star Meter

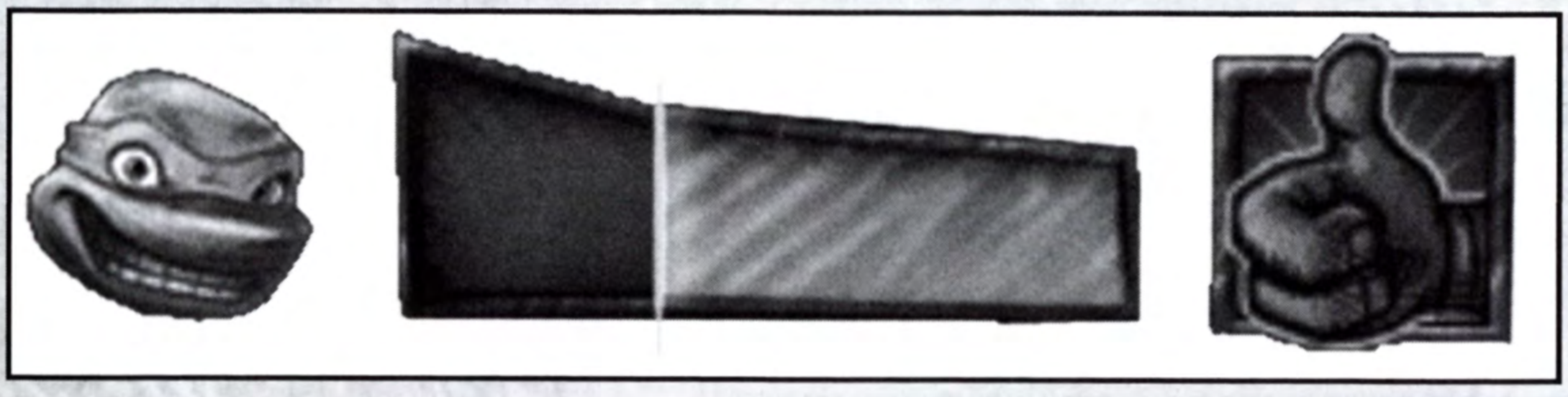
Filled by defeating enemies. When filled, you will unleash a Mega Attack.
(See Special Moves section for more details).

Family HUD

Family Bond Meter

This meter is an indicator of how impressive your moves are to the other Turtles. Experiment by combining moves during acrobatics and combat to defeat your enemies!

But remember, if you call upon your brothers' aid unwisely, you may lose their respect and have to work harder to get them to help you again.



Cooldown Meter

Once a Turtle has done a co-op maneuver, he needs a few moments to recuperate. This meter shows how long he will be unable to do another co-op move.

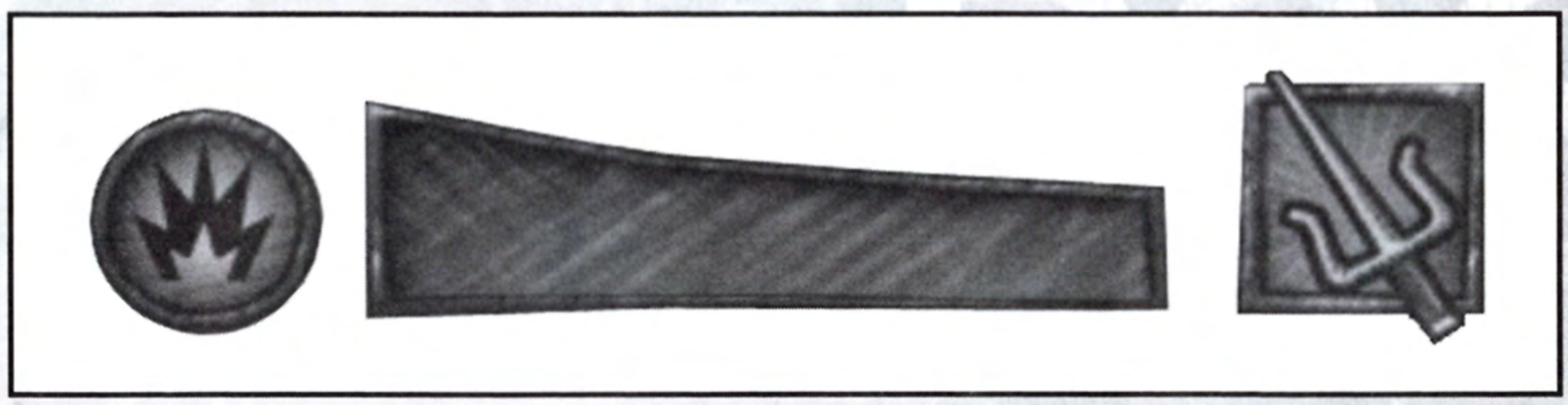
Playing Nightwatcher

Health Indicator

Displays the Nightwatcher's health status.

Rage Meter

The Rage meter is filled by causing damage to enemies.



SPECIAL MOVES

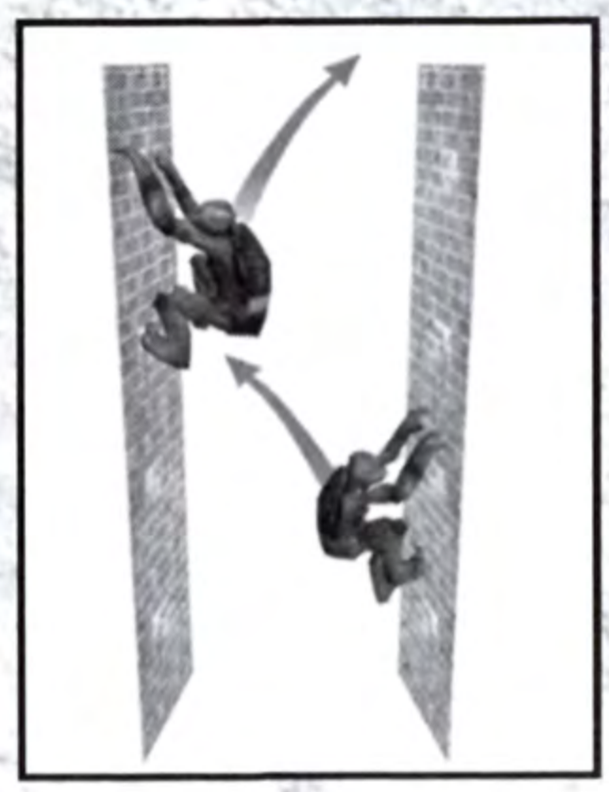
Acrobatics

Jump/Double-Jump

Hold the ⊗ button to jump – the longer you hold it, the higher you'll jump. Press the ⊗ button again while the Turtle is in the air to cause him to double-jump and gain even more height.

Walling (Vertical and Horizontal)

Press against a wall while the Turtle is in the air to cause him to run against it. Depending on the angle you choose, the Turtle can run along the wall or straight up it!



Bird Flip

Press the ⊗ button while the Turtle is against a wall to allow him to jump off the wall. Keep doing this from wall to wall to climb tricky areas.

Pole Swing

Jump onto any pole to grab it. Press the ⊗ button to jump off.

Ledge (Grab and Run)

Many ledges can be grabbed by the Turtles if they touch them. If the ledge is long enough, use the left analog stick to make the Turtle run along it.

To drop off a ledge, press the ○ button. To leap away from a ledge use the left analog stick and press the ⊗ button. Try leaping from ledge to ledge!

Safety Roll

When falling far, press the left analog stick in the direction you are moving and press and hold the △ button to do a safety roll.

Leo's Shadow Warp

Leo is able to use deep meditation to pass through certain objects like gates and iron bars. To use this move, walk up to the object and press the R1, R2, L1, or L2 button.

Don's Bo Vault

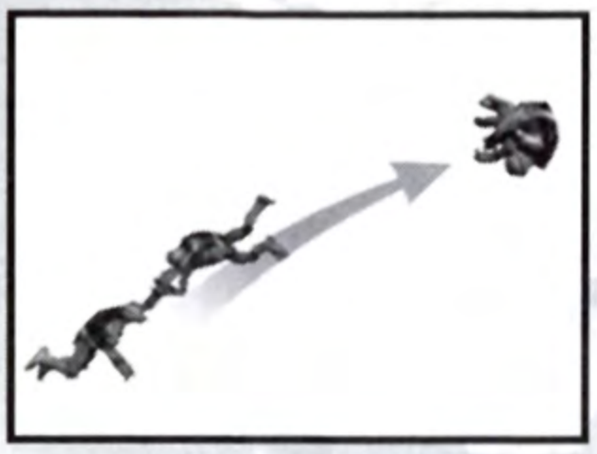
Don can use his Bo Staff to leap between low ceilings and deep pits. To perform this move, press the R1, R2, L1, or L2 button while Don is standing on the ground.

Mike's Nunchuck Helicopter

While Michelangelo is in the air, press and hold the R1, R2, L1, or L2 button to do the Nunchuck Helicopter. This will allow him to fly for a short period of time.

Raph's Power Climb

Using his incredible power and unique weapons, Raph can climb walls other Turtles can't. Get close to one of the specially identified walls, and hold the R1, R2, L1, or L2 button while using the left analog stick to begin climbing it.



Brother Throw

Press the □ button while one Turtle is in the air to do a co-op throw with the help of another Turtle. This is a great way to make very long jumps and overcome certain obstacles.

Hint: Many moves work well together, so be sure to experiment.

Combat

Weapon Attack

Hold the ○ button to charge up a lightning-fast weapon dash. When unleashed, the Turtle will charge at all surrounding enemies.

Kicking Flurry

Press and hold the △ button to perform a powerful spinning kick.

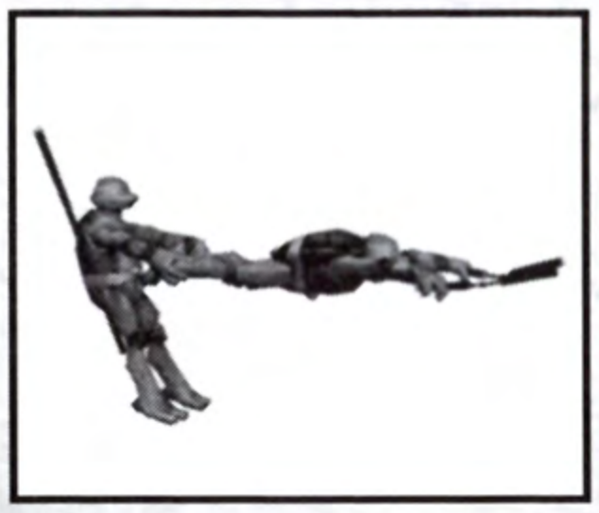
Ground Punch

While in the air, press the ◎ button to ground punch. This pushes enemies back to give you some time to perform the next assault, but does little damage. The higher you are when you start this move, the longer its range.

Dodging

When in a combat situation, hold the R1, R2, L1, or L2 button and the Turtle will avoid an enemy attack.

To move away from your current location safely, dodge + move the left analog stick in any direction to make the Turtle do an evasive roll.



Super Family Attacks

Hold the □ button when a family member is available to perform a devastating co-operative move. Experiment with each Turtle and learn how to use them all effectively.

Mega Attack

You can charge your Turtle to unleash a devastating mega attack. With every enemy eliminated you will fill the Star Meter. Once the Star Meter is full, the mega attack allows you to get rid of enemies with one hit only. However, if you take a hit you lose your mega attack abilities and you will have to refill the Star Meter.

Nightwatcher Rage Attacks

Nightwatcher Bloodlust

Using this ability causes Nightwatcher to focus purely on harming his enemies. He will deliver increased damage while it is active.

Nightwatcher Righteous Fury

This move releases Nightwatcher's built-up rage! Every enemy on-screen will be hit for massive damage.

Meditation

Holding your Turtle still for a short period of time allows him to meditate on the situation. While doing this, he will gradually gain his health back.

EXTRAS

Artwork and Videos

Use the coins collected in the game to purchase cool TMNT videos and artwork.

Challenges

Unlock special challenges by completing levels in the game. Race to complete each challenge as quickly as possible – by beating each, you can earn up to three coins to use toward goodies.

Goodies

Purchasing goodies allows you to play the game with fun new features enabled.

Register this game now and stay in the know!

It's simple: Go to www.ubireg.com and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on www.ubi.com!

Thanks,
The Ubisoft Team

TMNT™ (Teenage Mutant Ninja Turtles™)

Proof-of-Purchase

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Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, **http://support.ubi.com.** Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: **http://support.ubi.com.**

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at **http://support.ubi.com.**

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

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If all else fails you can write to us at:

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IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

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Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

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10+
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Cartoon Violence
Crude Humor

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